ANDROID™ NETRUNNER™ THE CARD GAME

Free Mars

For hundreds of years, humanity has looked to the fourth planet, Mars, as a source of mystery and adventure. Once upon a time, stories of little green men and invaders from Mars were the height of science fiction: Such wonder faded as satellites and rovers explored the Martian surface, but Mars never lost its hold on the human imagination. Today, human beings have not only colonized this world, but the colossal task of terraforming the Red Planet is underway. This new, semi-lawless frontier remains one of the most challenging environments for civilization, yet the hardy Martian settlers have managed to defy the odds and thrive.

They Say The War Is Over

For a group calling itself Free Mars, the War never really ended, no matter what the Authority signed. In its view, the clans never agreed to let the MCA speak for them at Heinlein, and the clans never agreed to Earth's terms. Free Mars has since taken to calling the conflict the "War for Martian Independence," which has proved successful for recruiting efforts and takes advantage of the MCA's unpopularity. Free Mars considers the MCA to be just as much the enemy as any corp or Earth group, and its politicians and soldiers as traitors.

The Free Mars Council is the rightful Martian government in its view, and clans from across the colonies are proud to fight for the FMC. Earth calls them terrorists, but Free Mars maintains that its members are nothing like the fanatics representing Crimson Dust.

Free Mars doesn't match the numbers of the Martian Colonial Corps, but it makes up for it with training, skill, and ingenuity. Its members have made a point of turning the corps' own tools into weapons against their oppression. Their exosuits might have been built for mining and construction, but they're strong and durable. Free Mars's fighters have added some extra plating and replaced the mining lasers with proper weapons, making the FMC exosuits as good as or better than the lowest-bidder military suits used by the MCC. Free Mars has cells in colonies across Mars—some say in every colony. It claims to fight for the common men and women of Mars—for the workers—and sympathy for the FMC runs strong among the clans, even in MCA strongholds like Bradbury. Its populist roots are evident in the fact that Free Mars started with the Boreum Revolt, when Tardos Mors convinced that first mining crew to take their exosuits and fight back against their corporate overseers.

Credits

Cycle Design and Development: Damon Stone with Philip D. Henry

Editing: Jacob Morris

Expansion Graphic Design: Mercedes Opheim

Graphic Design Manager: Brian Schomburg

Art Direction: Taylor Ingvarsson

Managing Art Director: Andy Christensen

Producer: Damon Stone with Erik Dahlman

Original Game Design: Richard Garfield

Android: Netrunner Game Development: Lukas Litzsinger

Android Universe created by: Kevin Wilson with Daniel Lovat Clark

Android Story Team: Daniel Lovat Clark, Michael Hurley, Lukas Litzsinger, Katrina Ostrander

Android: Netrunner Graphic Design: Michael Silsby with Chris Beck, Shaun Boyke, Dallas Mehlhoff, Andrew Navaro, and Evan Simonet

Production Management: Megan Duehn and Simone Elliott

LCG Manager: Chris Gerber

Creative Director: Andrew Navaro

Executive Game Designer: Corey Konieczka

Executive Game Producer: Michael Hurley

Publisher: Christian T. Petersen

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...but improvements in training make the chance little more than statistical noise.
ABUSE AND NEGLECT
ENGINEERING THE FUTURE

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